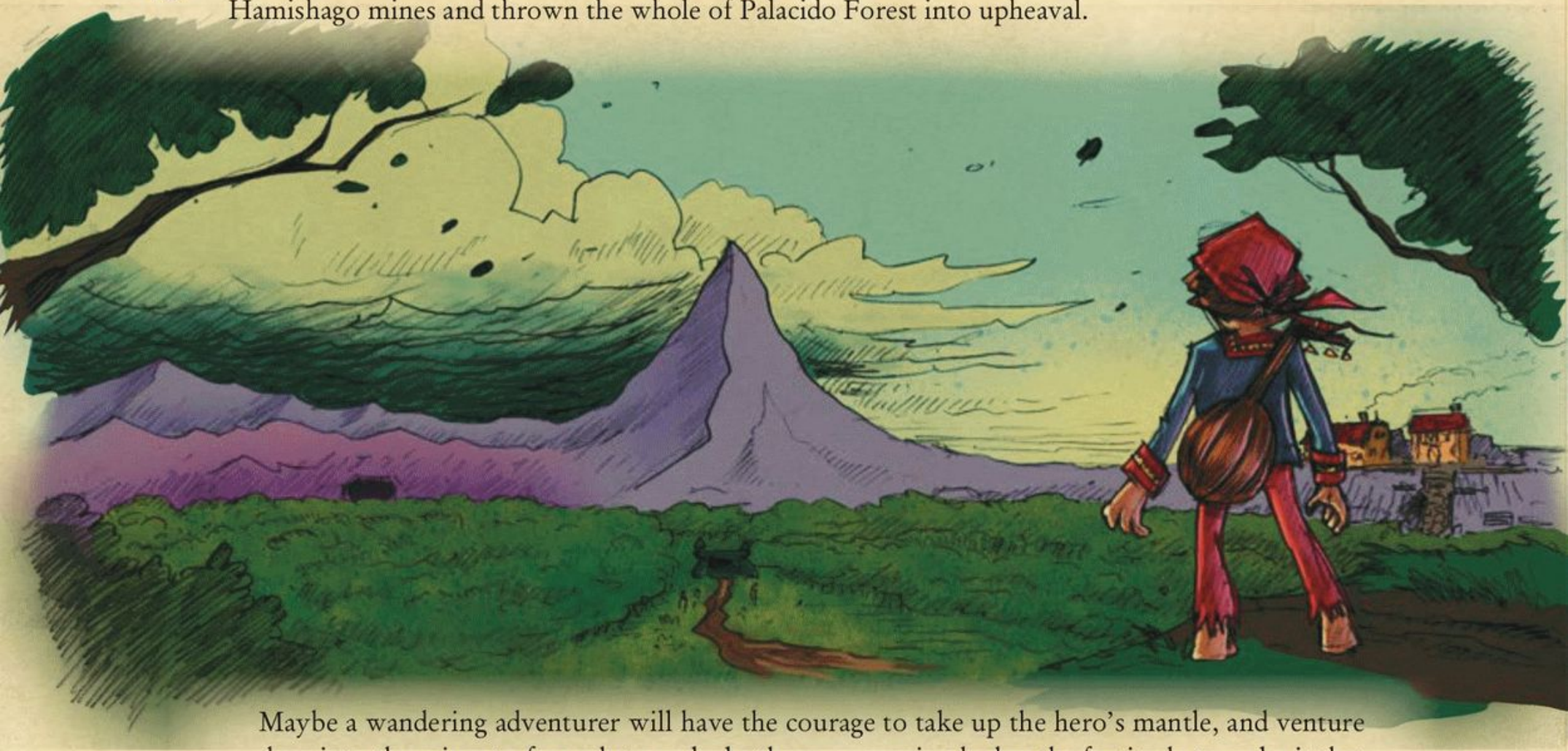
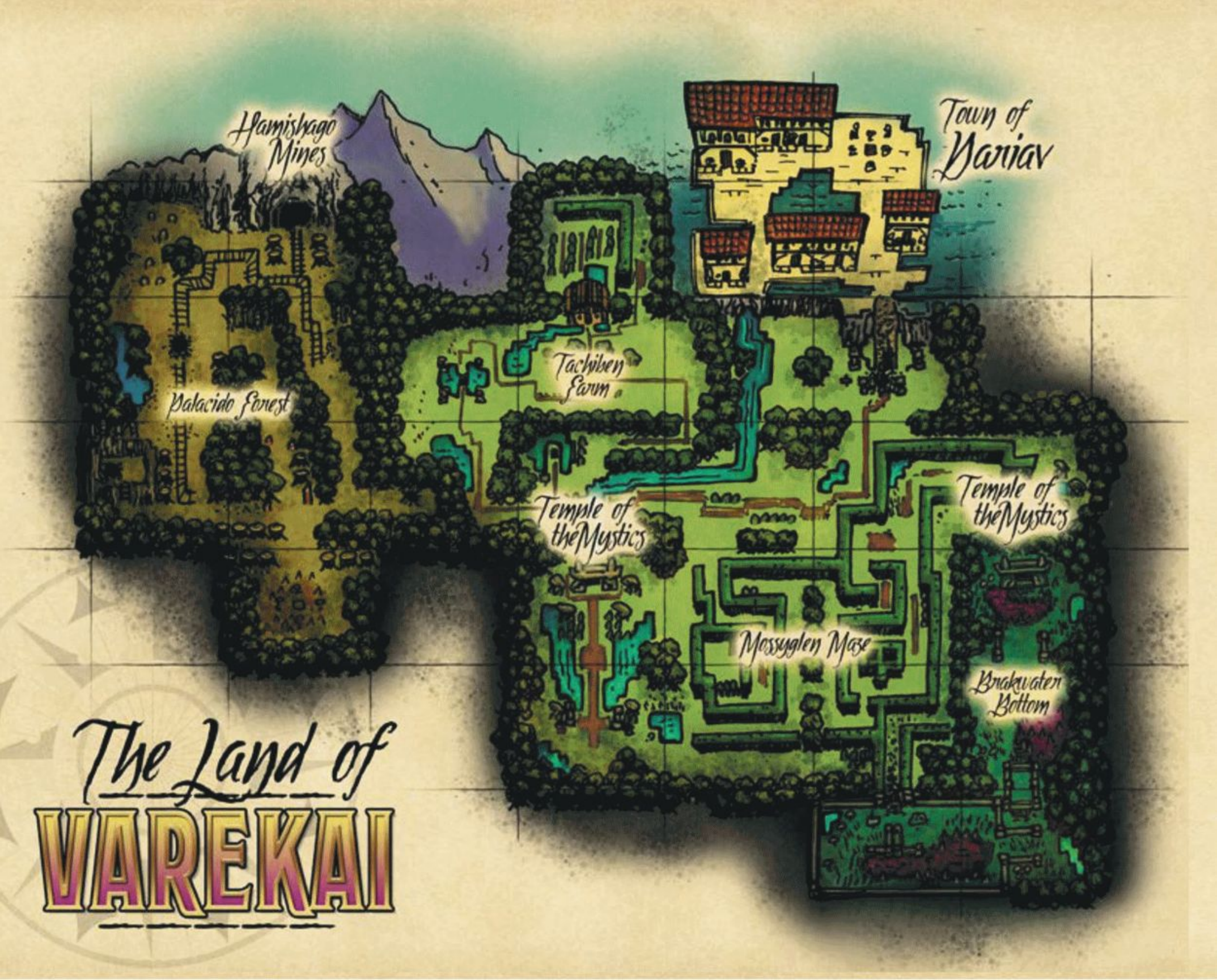
Mystic Origins

INSTRUCTION BOOKLET

Julian, a wandering vagabond who carries a beat-up lute, has happened upon the land of Varekai, a place where Strazno, Mystic of Chaos, seems to rule. Once, to hear its citizens tell the tale, Varekai was a normal place where nothing untoward or out of the ordinary happened whatsoever. But these are interesting days, as Sirena, Mystic of Time, might call them. An unspeakable evil has awoken in the Hamishago mines and thrown the whole of Palacido Forest into upheaval.



Maybe a wandering adventurer will have the courage to take up the hero's mantle, and venture deep into the mines to face whatever lurks there... assuming he has the fortitude to make it that far. Hint... that wandering adventurer is Julian! So get going! Talk to everyone, use your wits, resourcefulness and reflexes to find your way into Palacido and investigate the trouble!


Hamishago Mines
Town of Variav
Tachiben Farm
Palacido Forest
Temple of the Mystics
Temple of the Mystics
Mossyglen Maze
Brakvaten Bottom
The Land of
VAREKAI

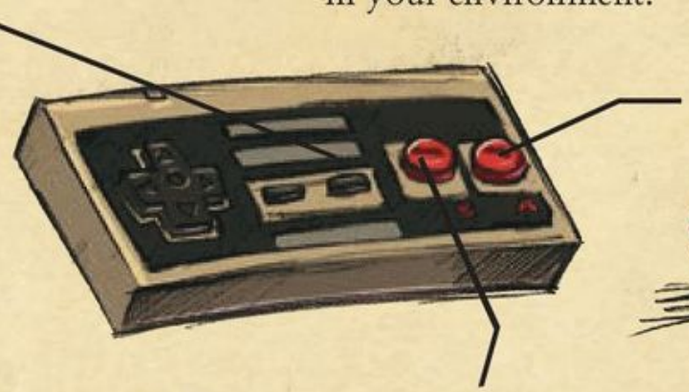
Controls:

Play

Press 'start' to enter v Mode. Once you learn a song, you'll be able to spend the notes of inspiration you collect to magical effect!

Jump / Stomp

Press 'A' to jump. Double-tap to stomp your enemies, or other breakable items in your environment.



Attack / Project

Press 'B' to swing your trusty lute as a weapon! Once you discover your magical abilities, hold 'B' to charge and channel them through your crystal orb!

Your adventure, by the numbers

As Julian explores Varekai, you'll want to keep track of his status. Fortunately, his crystal orb is right at the top of the screen! Gazing into it will reveal the true nature of your inner self!

Aura

Aura is your combined life essence. Will and Magic coalesced into a single awareness. Of course you can't have more Magic than Will, so gather more heart, then summon more Magic!

Strength, Defense and Speed

Maybe some day, if your perception with the crystal orb improves, you'll learn to raise your capacity in these areas.

Experience Trip Odometer

Of course, your *real* experience odometer is much, much higher, but we're just keeping track from the beginning of this particular trip.

Crystal Orb

When your magic will is fully coalesced within the crystal orb, you're ready to project a magical manifestation!

Relics

This facet will reveal whether you have any relics armed.

Shards

The economic potential you carry.

Notes

The musical inspiration you have on tap.

Townspeople

Be nice to any townspeople you may meet. Engage them in conversation. Even if they seem a bit quaint, be sure to let them finish. No only is it rude to interrupt, but you might miss out on any helpful tips, items, or lore they may be willing to share!

Holes

Falling through a hole above ground can take you to new worlds below. Falling through one below ground, you're in the hands of Mort, Mystic of Death.

Hazards

Varekai is full of dangers both natural and nefarious. Things can turn unhealthy extremely fast, but there might be help around the corner, below the ground, or hidden in any number of clever places. Be vigilant!

Trap Doors

Something to watch for - trap doors are stompable and could contain crucial secrets! Don't miss one.

Spikes

Don't step on these, they're as sharp as they look!

Geodes

There can be beautiful things inside. Don't stub your toe stomping on them, and don't stomp the treasures themselves!

Loot

Sometimes, when you defeat an enemy, they'll drop a treasured possession. You'll also fund them hidden under bushes and inside the occasional breakable geode. Go ahead and pick them up. No one's going to come asking for them... probably.

Hearts

These little lucky charms restore your will to continue, obviously. So take all the heart you can get, and carry on!

Orbs

Mysterious glowing balls of energy will help recharge the mysterious mind / body connection that powers your crystal ball!

Notes

The physical manifestation of your musical inspiration, so don't waste them! When the moment is right, you'll know the right song to play!

Shards

Denizens of Varekai use these fragments of crystal as currency. They seem lifeless enough, but perhaps there's some lingering magic about them to help you spend them wisely.

Relics

While no one would mistake it for the mythical land of Myrinda, Varekai is not without its share of magical relics. Be sure to explore carefully to discover more powerful magical ways to overcome its obstacles.

Items

Merm ilk

A magical panacea - one small vial will restore your aura to maximum! Good thing they're small, so you can carry plenty.

Kuhk Leaf

The only known cure for swamp poison in all of Varekai. Sardonx, Mystic of Progeneration, can't help you. Better stock up!

Bog Juice

Tired of random encounters with slavering fiends? Who could blame you? A splash of this concoction will keep them away... along with most everyone else!

Sheet Music

Learn from the best! This collection of famous Varekai folk tunes will be sure to bolster your inspiration quotient!

Fireflies

Not just any phosphorescent bug, these glowing beauties can help even the most nearsighted fox find their way through the dark!

Musk

Glutton for punishment? Not enough monsters in your life? This select blend of secretions'll bring 'em running!

Wildlife

Gadjo

Once they move into an area, there's really nothing for it but to wipe them out or pack up and move away.

Wild Hoad

What better sign something's wrong in the land than these monstrosities coming down from the mountains to ravage the countryside?

Skavrot

Common garden pests, grown to magical sizes and speeds by the unnatural forces at work in Varekai

Swamp Poison

If you stray too far into the swamp, Iele, Mystic of Decay, will have you for her own. Once you're in her poison grasp, you will feel hopelessly lethargic and weak. Then the leaves of the Ruhk tree, which is revered for its healing properties, will be your only hope to restore your vigor. Be sure to take some with you whenever you enter the swamp, because it's a long road out when you're not feeling your best!

Spiuni

These flying eyeballs aren't so tough once you knock them out of the sky. But be careful. Rumor is, they may be watching on behalf of someone else!

Enemies

?

There's something horrible in the mines. Never forget, this may be your most difficult test yet!

Bogman

Surly spawn of the Bogman Chief, they refuse to let anyone see the big bogman without an appointment!

Trampa

Trampas live in the swamp - some say they were once domestic animals that were cursed with sentience.

Bengalo

Bengalos have taken over Palacido Forest. Once they were statues that guarded the mines. Now they terrorize the miners.

Your Songbook

While in Troubadour mode (press the start button) you can play any song you've learned on your lute! You can look up the notation of songs you've learned in your song book (while in the status menu, press start).

The notation is made up of the four d-pad directions, the B and A buttons, and the same six inputs performed while holding the 'select' key. Select key notes are indicated in your songbook with subscript dots. Example:

$$A \leftarrow \rightarrow \overset{\cdot}{\uparrow} \downarrow B \overset{\cdot}{A} B$$

This example could also be read. "A, Left, Right, Up+Select, Down, B, A+Select, B." Don't forget to press start when you're done playing!

The notes of inspiration you have to spend on songs are limited, so be sure to practice before you perform! If Zmeu the Mystic of Exigence is with you, you'll play passionately enough to create a magical effect!

The Myrindan Mandala

In his travels, Julian has come upon the mysterious Myrindan Mandala before, the cryptogram describing the 8-fold magic that was mastered on that legendary continent, and ultimately lead to the near-destruction of the natural world. The key, according to Julian's studies, was to separate the magics into their 8 component disciplines—Time, Order, Progeneration, Exigence, Chaos, Decay, Sentience and Death—each of which is guarded by a singular Mystic, an embodiment of that particular magic. Julian hopes to discover one day if these myths are true, and to find the lost continent of Myrinda, for the origins of his own people are wrapped up in the history of that magical land. Unless it's only a myth....

Good Luck!

May Kesali, the Mystic of Sentience, give you wisdom on your quest. You'll need it to complete the various puzzles, discover magical concealments, and to protect yourself from the dangers of accursed Varekai. But take heart, (as many of them as you can find!) if you're as magical as the mysterious man in the temple says you are, the challenge should not be insurmountable...

The New 8-Bit Heroes, LLC
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Made in Myrinda.